

THE MASK OF ORDO

THE MASK OF ORDO

"Many men will volunteer to die, but few will be patient in the face of pain."

—Canderous Ordo

It is a time of civil war. The REBEL ALLIANCE, though victorious at the Battle of Yavin 4, is still pursued by the relentless military machine of the GALACTIC EMPIRE.

Forced to resort to hit and run tactics to survive until they can gather the strength to challenge the Empire in full force, word reaches a small Rebel outpost that an Imperial facility has been found hidden on the mid-rim planet of CAILLTE. A dangerous precedent, but a perfect opportunity...

Introduction:

The MASK OF ORDO is a one-shot adventure intended for 4-6 beginning characters in the *Star Wars: AGE OF REBELLION* roleplaying game. It can be scaled for any level or number of adventurers and adjusted to fit with *EDGE OF THE EMPIRE* characters as needed. This adventure was initially designed and detailed in the 17th episode of the potelbat podcast (<http://www.madadventurers.com/potelbat-ep-17-best-laid-plans/>) and additional details may be found there, though this publication strives to be as complete as possible.

The story takes a group of fresh recruits on their first mission to both infiltrate, and sabotage, an Imperial Ammo dump and resupply base located on the mid-rim planet of Caillte. Thought to be abandoned and largely uninhabited for the last 4,000 years and devoid of useful resources, both the Empire and the Rebellion will be surprised to discover that the planet is inhabited by the long forgotten remnants of a group of Mandalorian Neo-Crusaders. Though mere shadows of the former glory of Mandalor, these nomadic Mandalorians still retain much of their former prowess and, even more importantly, know the whereabouts of an important symbol of Mandalorian history, the Mask of Canderous Ordo.

The main action of the adventure is centered around the abandoned Mandalorian underground base, Unity. While it has a history of its own, it has since been hastily converted into a makeshift Imperial base used to resupply and re-arm

elements of the Imperial fleet routed through the sector for the purpose. As such, it is generally staffed with a few Imperial functionaries and a number of stormtrooper squads. A single Victory-class Star Destroyer is also on station for re-supply.

GMs should be aware that this is a one-shot adventure and, though it can serve as a jumping on point for longer campaigns, much of the other essential details for creating long lasting stories are left up to the GM to determine. There is enough here to involve each major Career path and many Specializations and give PCs the opportunity to shine, but specific Motivations and Duties are left up to the GM to work in as best fits the group of PCs they are running the game for.

Prepare as usual and roll for Duty and Destiny points at the beginning of the session.

Chapter 1 – Too Close for Comfort

In Chapter 1 the PCs are brought up to date on the results of a recent scouting mission conducted by an Alliance team on the planet Caillte. Vital information has been gained, but the team paid a high price. The PCs will receive their orders to act upon this information and be given a secondary recovery mission. They will then make their way to the vicinity of Caillte where they will immediately encounter difficulties that complicate and potentially threaten the success of their mission. This chapter ends with their arrival on the surface of the planet.

Caillte

Players who wish to know more about Caillte can make an **Average (◆◆) Computers** check to reveal basic details of the planet such as location and statistical data. An **Average (◆◆) Knowledge (Outer Rim)** or **Lore** check can reveal additional details about it's history and background with (🕒) and (🔍) providing more details as appropriate based on the following information:

The planet Caillte was once home to a thriving community of Mandalorian Neo-Crusaders under the command of Feruun Lern during the time of the Old Republic nearly 4,000 years ago. Feruun built the underground Unity base before he and his followers left to fight in the Battle of Malachor V. Upon returning from that battle, they discovered the base had been taken over and stripped by another group of Mandalorians.

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While rebuilding the base, they were approached by none other than Canderous Ordo, now known as Mandalore the Preserver, to participate in the Jedi Civil War. While the bulk of Caillte's Mandalorians went with Ordo and Lern, a small remnant was left behind to guard the base. When Lern and his followers were killed in battle, Unity base was all but forgotten and those few left behind were left to survive as best they could on their own.

Thousands of years later, over 400 years before the Battle of Yavin, the Corporate Sector Authority set up a research station on Caillte and rediscovered the Unity outpost in the process. When their research ended, the base was again abandoned and once more faded from memory. Eventually the Empire, while searching for suitable locations for re-arming and resupply way-points, stumbled upon Unity and hastily converted it to their purposes. What became of the Mandalorian remnant on the planet remains a mystery.

Region: Mid Rim

Sector: Trans-Vulta sector

System: Luire system

Suns: Luire

Primary terrain: Barren

Points of interest: Unity

The PCs are called together by Lieutenant Griggs Bramlo, a human Rebel officer assigned to command whatever small outpost at which the PCs find themselves. Ideally the outpost is located somewhere in the Mid-rim but ultimately this is up to the GM. The Lieutenant is a tall man with a generally easy-going nature most of the time. He believes the lives of those he commands are hard enough without making things more difficult by strict adherence to rules and protocol. He is, however, dedicated first and foremost to maintaining the safety and security of his outpost. He understands that, without this outpost, the Alliance's tentative position in the Mid-Rim is in jeopardy and the news of a newly discovered Imperial base in the area has not made him at all happy.

Fortunately, Lt. Bramlo was able to send a scouting party to investigate rumors of the new base. Unfortunately, the mission ended disastrously with one killed, one captured and the other barely escaping alive with the information they were sent to collect.

Lt. Bramlo is tasking the PCs with bringing the base down around the Imperials' ears. He has no way of knowing, but the information brought back by the lone survivor is dangerously incomplete. The scout wasn't able to get a very good look before things went badly. This is all anyone has to go on, though.

Lt. Bramlo's secondary consideration is the captured scout, Garis. Though thoroughly trained to conceal critical information in the event of capture, Bramlo knows it is only a matter of time before Garis cracks and reveals information detrimental to his outpost's survival. The PCs will be tasked with either rescuing the scout, or, if worse comes to worse, making sure he can never reveal critical information. Unpleasant and distasteful as it is, Bramlo understands that sometimes war is ugly.

All of this weighs heavily on Lt. Bramlo's mind as he briefs the PCs:

You enter the briefing room to find Lt. Bramlo seated behind a desk consulting what appears to be a small sheet of flimsiplast with a crude drawing on it. The look of concern and worry on his normally cheerful face puts you on alert as you sit down.

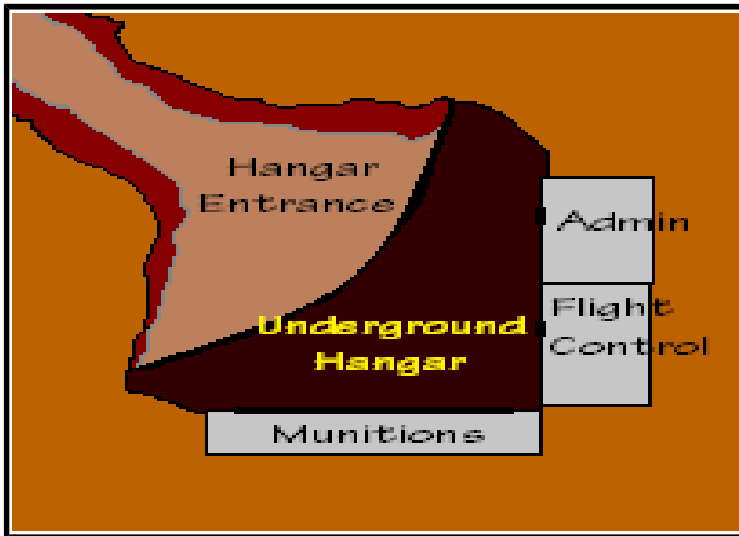
"Team," he says, "I've got bad news and worse news. No doubt you've heard the rumors about an Imperial outpost nearby. Well, I'm sorry to say the rumors are true. We sent a scout team out last week and what's left of them got back about an hour ago."

"Those damned Imps are running a fleet supply base out on Caillte, and it only cost me two of my best to find that out. One killed, one captured, and one laid up in the med-bay. Guess the Imps don't like being watched...", the Lieutenant rubs a hand over his face before going on.

"You've got a job, now. Go blow that base up. Prevent them from ever being able to use it again. While you're at it, see if you can rescue my scout, Garis. I say rescue, but if things keep going the way they have been, you may not have that option. You've been here long enough to know what that means. We can't let him talk. We have to protect this outpost."

"This is the best map we could get of the place," Bramlo passes a crude flimsiplast map across the desk to you. "You'll need it to make your plans. It's rough, but it's the best we have at the moment. We've got a half dozen demo charges you can take. Get in. Set the charges. Rescue our man if you can and get out. That base has got to come down."

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Lt. Bramlo (use **Rebel Cell Leader stats on page 211** of the **Age of Rebellion Beta** book) can confirm that the underground hangar depicted on the map is capable of housing and concealing at least two *Lambda*-class shuttles. Resupply of larger ships is accomplished by flying a shuttle down to the surface, up a small canyon to the hangar entrance, and then into the base itself. Smaller fighters may also make the trip down to resupply themselves if need be.

Smart PCs may be suspicious of the map immediately, but, since this is the only data they have on the base and the best map available, they'll have to make do. A successful **Hard (◆◆◆) Knowledge (Warfare) check** might alert the PC that all is not as it seems and that a much larger facility than this appears to be would be needed to really re-supply and re-arm a capital ship. Sufficient (🌀) or (🌀) could suggest some of the rest of the base interior layout thanks to the PCs previous experience with the usual layout of Imperial bases of this nature or the general requirements of Capital ship personnel and material.

Bramlo doesn't have many more answers for the PCs should they ask questions. The details of the mission are left up to them, though he does supply them with the promised demolition charges, on timers or remote detonate depending on what the PCs want, and a hyperdrive capable shuttle if they don't have transport of their own. Any weapons and gear the PCs may want to outfit the mission – Rarity level 5 or less – should be readily available in limited quantities with the exception of anti-personnel or anti-vehicle weaponry. This is a relatively small Alliance outpost trying to keep a low profile, massive amounts of heavy gear moving in and out would only serve to alert onlookers.

Suggested Load-outs

PCs who need extra gear can acquire the following standard issue load-out kit:

- 2 Stimpaks
- 2 Glow Rods
- 1 Comlink (Handheld)
- 1 pair of Macrobinoculars
- 2 Field Ration Packs
- 1 Backpack

Items of Rarity 5 are in limited supply at this base and Rarity 6 items are extremely limited. Items above Rarity 6 are simply unavailable here at this time.

Lt. Bramlo will insist that the PCs not attempt a frontal assault. The base, no matter its size, is quite likely to have defenses capable of shooting down any unauthorized ships that approach. Instead, what little planetary data the Alliance has been able to obtain suggests a landing zone located a kilometer or two from the base itself would be the best location to put down as it would be hidden from base sensors and allow the PCs to travel to the base relatively safely. This data will be programmed into the ships navicomputer before the PCs depart.

When the PCs have made their preparations and departed the Rebel outpost, it is a relatively easy flight to Caillte that takes about 6 hours. Allow them to chat among themselves and get to know each other if they haven't done so already. Perhaps a game of Sabacc will help pass the time (use the rules from **UNDER A BLACK SUN** if available).

As the end of the journey nears, read the following:

The trip to Caillte has been quiet. A small alarm sounds warning you that the ship has reached its destination and is about to drop out of hyperspace. As the planet and stars resolve themselves back into real space, a massive thump and turbulence shakes the entire ship, throwing you about. You've hit something, but you have no idea what as the ship's sensors go offline. Red warning lights flash and much more serious alarms begin to sound throughout the ship.

The ships sensor array has taken a glancing hit from old debris in orbit around Caillte. It has been knocked offline and out of adjustment. A **Hard (◆◆◆) Mechanics check** will be needed to bring them back online and a further **Average (◆◆) Computers check** to realign them. Meanwhile, the pilot will be flying blind through the remains of the debris field while trying to locate the proper landing zone without

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striking more debris (**An upgraded Average** (◆◆) **Piloting (Space) check**). Further complicating matters will be the sudden realization that they are on the opposite side of the planet from a *Victory*-class Star Destroyer. The GM should feel free to either add Setback dice to the piloting checks to stay out of the Star Destroyers detection range and in the shadow of the planet, or to go ahead and make full use of the Fear rules – A **Hard** (◆◆◆) **Fear Check** – as he sees fit, especially if this is the first time they've encountered a Star Destroyer. Characters making a successful **Average** (◆◆) **Knowledge (Warfare) check** may realize that the *Victory*-class is, perhaps, the least threatening of the Star Destroyers, and therefore gain a (■) to remain calm. If the Mechanics and Computers check above are successful, the GM should decrease the difficulty of the **Piloting check to Easy** (◆). If either check fails, add an additional (■) to the difficulty of the Piloting check.

Terminus, Victory-class Star Destroyer

GMs should be aware that *Terminus* is here merely as a timer for the PCs actions. They are not really intended to go up against it and they certainly shouldn't expect to survive if they do.

Instead, GMs should use it as a means of motivating the PCs to move quickly and take decisive action. Keep track of how long it takes the PCs to accomplish their mission. Allow the PCs to make an **Average** (◆◆) **Computers or Astrogration check** to predict the course of *Terminus*. In about 6 hours of in-game time the Star Destroyer will come around to the side of the planet the PCs are on. At that point, if the PCs have alerted the base to their presence, or done something else that may be reasonably expected to require alerting the Star Destroyer, their exit strategy is much more complicated. *Terminus* will be directly over the Imperial outpost, likely have more stormtroopers on the way down to the hidden hangar, and at least 10 TIE fighters (two groups of 5 each) deployed in an attempt to catch the saboteurs before they can escape.

If the PCs can complete all their objectives before *Terminus* reaches that point, so much the better.

Making Time Matter

The PCs are on a schedule, even if they don't know about it. *Terminus* will be in position in roughly 6 hours. Several factors can influence how much of that time the PCs have to complete their mission before things get very difficult for them. GMs wishing to heighten the tension of the adventure can inform the PCs as they go along regarding how much time a particular course of action will take them or let them proceed as they see fit and keep track of the time secretly.

If the PCs miss their designated landing zone subtract 1 hour from their available time.

Going to the Neo-Crusader camp costs them an hour.

Travel from the Neo-Crusader camp to the area of Unity base takes a minimum two hours.

Success or Failure on any of the Survival checks in Chapter 3 should adjust their available time by 30 minutes or so as appropriate.

Scouting out the base, either to find an alternate means of entry or to get details of what is inside, should cost an hour. Doing both should cost two hours.

In the end, as the PCs enter Unity base, they may have anywhere from 3 hours to no time at all before *Terminus* is directly over the base. Their activities while in the base will also have an effect on their available time. The GM should emphasize just how pressed for time the PCs are whenever possible and especially as it relates to the *Terminus'* response if an alarm is raised. Through luck, good or bad, and the effects of their own choices, the PCs may face a situation that is very tough to survive, or one that is desperate, but not impossible.

If the Piloting check is successful and the sensors are repaired, the PCs land at the appropriate landing zone and can move on to encounter 2A. If the check fails or the sensors are not fixed, they proceed to encounter 2B. (☹) and (💰) can be spent to shorten the distance from the landing zone to the base, or allow them a hint of the next encounter, among other things. (☹) and (☹) can be used to incur further damage to the ship, injury to the crew or to lengthen the distance away from the base.

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Chapter 2: Blasters from the Past

Chapter 2 begins with the PCs leaving their ship and stepping into the arms of a curious group of nomads. The nomads turn out to be long lost Mandalorian Neo-Crusaders, descendants of a group of Mandalorians left behind on the planet thousands of years ago. Depending on how the PCs choose to interact with them, the group can either gain valuable allies or a genuine threat to the success of their mission. The chapter ends with the departure of the PCs to Unity base.

Regardless of whether or not the ship landed in the proper place, the PCs will find themselves on barren, rocky ground some distance from the Imperial outpost. How long it will take them to get there and how much trouble they have depends on their success.

2A: If the crew successfully made their Piloting check and repaired the sensors, read the following:

With the sensors repaired, navigating the debris field takes only a few moments. You're fairly certain you escaped the notice of that Star Destroyer, but it is hard to be certain. It is probably best not to wait around to find out. You've got a mission to accomplish and little time to do it in.

Fortunately, your landing zone is only a few kilometers away from the base and hidden behind a low rise in the terrain. The approach will be tricky, but it doesn't appear anyone has noticed your arrival.

Unfortunately for the PCs, someone has noticed their arrival. A small hunting party stands ready to greet the crew the moment they step off the ship. The hunting party consists of 10 (2 groups of 5) degenerated Mandalorian Neo-Crusaders, ancestors of the Mandalorians who first colonized this world nearly 4,000 years ago (see the **Caillte sidebar**).

2B: If the crew fails the Piloting check or fails to repair the sensors, read the following:

Without sensors it is almost impossible to avoid the debris in the field. Fortunately, the remainder seems to be much less significant. The Star Destroyer looms large just over the planet's horizon as you enter the atmosphere.

You have no idea where your landing zone is. All you can do now is try to find somewhere open to land. With any luck, and you certainly haven't had much of that so far, you won't land right on top of the base you've come to sabotage.

After a few minutes you manage to scout out a potential new landing zone. You bring your ship in and set it down. The area seems clear, but then you look out the

cockpit window and see strangely dressed humans emerging from what little cover the terrain offers.

The PCs are miles off from their planned landing zone. Exactly how far is left up to the GM to determine based on the result of the earlier Piloting check. They've landed in the temporary home of a group of nomadic Madalorian Neo-Crusader descendants.

Altogether there are somewhere in the neighborhood of 30 Crusaders in this group with more groups scattered over the planet. Most are Mandalorian Neo-Crusader Descendants as described below.

Using the Neo-Crusaders

If the PCs manage to recruit the Neo-Crusaders to their cause they can be a great help to them throughout the rest of the adventure. PCs with Leadership or those of a diplomatic bent can use their skills to have the Crusaders act alongside the PCs in any combat for which they are present.

Even in non-combat situations the Mandalorians can be persuaded to participate in other ways, from helping during searches to laying ambushes, successful Leadership or other appropriate checks can secure their services.

GMs should allow the PCs to direct them as they see fit, but be careful to make sure that the NPC Neo-Crusaders do not overshadow, or take the place of, PC actions. They're meant to assist the PCs in the adventure, not do it for them.



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Mandalorian Neo-Crusader Descendants (Minion)

Initially, the Neo-Crusaders appear to be nothing more than local natives. They do not wear the usual Mandalorian armor and, in fact, are barely dressed in anything other than rags and skins. Their weapons are slung on similarly made belts. Each one, however, wears a helmet in various stages of disrepair. Some are cracked through and held together with sinews, scraps of leather, and the occasional piece of twisted grass twine. Others are severely dented and misshapen. Nearly all of them bear some sign of the demise of their previous owner in the form of dried and caked blood or deep claw marks and they have all been painted with disturbing images of vicious animals and other frightening iconography. Many of the Mandalorians themselves bear similar body paint and deep, poorly healed scars and wounds.

Brawn 2, Agility 3, Intellect 1, Cunning 2, Willpower 1, Presence 2

Soak 2, W. Threshold 5, M/R Defense 0/0 Skills (group only): Cool, Ranged (Heavy) or Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Ancient Heavy blaster pistol (Ranged [Light]; Damage 6; Critical 4; Range [Medium]; Stun setting, Ancient) or Ancient blaster carbine (Ranged [Heavy]; Damage 8; Critical 4; Range [Medium]; Stun setting, Ancient)
Hunting Blade (Melee; Damage +1; Critical 2; Range [Engaged]; Pierce 1, Vicious 1)

Ancient Item Quality

The Mandalorians haven't seen new equipment in generations. Every weapon they own has been handed down through the ages and maintained as best they can, usually by cannibalizing parts out of older, non-working weapons. None of them are in particularly good shape.

To reflect this, each of their Ranged weapons has the Ancient Special Quality. Ranged weapons have their damage reduced by 1 and Critical Rating increased by 1. Additionally, on a roll that generates 3 or more (⚡) or a (⚡) the weapon stops functioning altogether until it can be repaired (A **Daunting** (◆◆◆◆) **Mechanics** check). Adjustments for the Ancient Item quality are already included in the Neo-Crusader stat block.

Hunting Blade

The hunting blade is a makeshift knife made of a variety of materials scavenged from whatever the Neo-Crusaders can find. Some are made of stone, some of metal, and some from remnants of armor.

While not as good as a Combat or vibro-knife, they are still effective weapons and their jagged edges and sharp points combined with constant usage make them a weapon to be reckoned with in the hands of their owners.

It takes a **Hard** (◆◆◆) **Knowledge (Lore)** or **Knowledge (Warfare)** check to identify the helmets as being the last vestiges of ancient Mandalorian armor belonging to these people and give the PCs a hint about who they are dealing with.

They are not immediately threatening to the PCs, but they are not kindly disposed to their presence either (especially so if the PCs landed in their encampment in 2B). They carry their weapons at the ready, but not pointed directly at the PCs. Assuming the PCs do not immediately attack them, the crew may be able to gain some valuable allies.

The Neo-Crusaders speak a language that used to be Mando'a, but over the generations has morphed and changed among themselves into their own unique dialect. Some elements remain similar, and a true Mandalorian might be able to puzzle out meanings with only minor effort. For anyone else, it is a **Daunting** (◆◆◆◆) **Knowledge (Education)** check to fully understand anything the Neo-Crusaders are saying. One word that does stand out though is 'Warrior' and one Mandalorian will repeat this word while thumping his own chest, hoping that one of the PCs will do so in return.

If the PCs don't attack outright, then the opportunity to win the Mandalorian's help is available. A successful

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opposed Negotiation or **Charm check**, is necessary to convince them that the PCs mean no harm. The GM should assign two (■ ■) to the check if the PCs landed in their encampment. The GM should award a (■) to the check if the PCs have responded appropriately during the above conversation. An additional (■) may also be available if the PC performing the check makes a particularly good explanation or roleplay attempt. If the PCs fail the check the GM can decide how the Neo-Crusaders act in response. Anything less than success should mean that the PCs definitely do not get the help they may need, nor do they learn about the mask in the next section.

Once favorable relations have been established, the PCs are led (some distance away from Unity if they got here by 2A) to a tent (or encampment and then tent). Inside the tent is the oldest known Mandalorian on Caillte.

As the party reaches the tent, read the following:

As the natives approach the tent, the chatter between them dies down into a respectful silence. You are pushed forward to stand in front of the dark entrance. Little more than animal skins hung over a makeshift wooden frame, a stylized horned skull, painted in some sort of dye, is the only decoration.

The interior is smoky and dark; a small fire pit sits in the middle, but no fire is currently burning. Towards the back of the tent is what appears to be a pile of furs and skins haphazardly arranged in a heap. As your eyes adjust to the darkness you are surprised to discover a thin, withered arm has emerged from the pile and is motioning you forward.

From somewhere within the pile a weak, frail voice is barely audible. With evident difficulty, perhaps from lack of use, you finally hear words you understand spoken in broken Galactic Basic, "You come at last. We wait many long year. Why so long wait? Why here now?"

The truth is the best bet and will please the Elder and the Mandalorians, however, any other reasonable explanation will be accepted as well. PCs opting for a purely fanciful explanation may not be quite so successful however as it will take an **opposed Deception check** to outright lie to the Elder and be believed. For the purposes of this and other opposed social checks against The Elder, assume a relevant opposing social skill of (● ◆ ◆) if needed.

The Elder

The Elder is older than anyone in this group of Mandalorians can remember. The Elder can, and if asked will, summarize the last few hundred years of local history as it pertains to the Neo-Crusaders. Use the information in the **Caillte sidebar** to help inform this if needed.

Essentially, the Empire showed up a few months ago and drove the few remaining Mandalorians out of the remains of the Unity base and set up shop. They figured that the harsh environment and lack of shelter would finish them off, and they have very nearly been correct.

The Elder has no stats because any attack against the Elder is quite likely to be fatal. The real problem will be the remaining Neo-Crusaders should the Elder die. They will attack and fight the PCs to the death if this occurs. Even if the PCs get away without eliminating all the Neo-Crusaders, the remnants will prove to be a thorn in their collective side throughout the rest of the adventure. The GM is encouraged to use the Neo-Crusaders to harass, complicate, and downright foil the PCs in whatever manner seems most appropriate for the duration of the adventure should this happen.

When the PCs have made their explanations, read the following:

The Elder contemplates what you have said for a few moments.

"We help. But we exchange help for help. You go to Unity. Bring us mask of great Ordo. Then we help you. Make invaders leave together. We will swear."

The Elder and the Neo-Crusaders believe that the mask of Canderous Ordo was given to Ferrun Lern 4,000 years ago to secure Ordo's promise to return to Caillte. Whether this is true or not is immaterial as the Mandalorians believe it to be true.

Though they don't know its present whereabouts within the base, they do know that it was being kept within a small ceremonial case. The PCs are being asked to find the mask inside Unity base and return it to the Mandalorians. If they can manage to do so, they may gain both a foothold for the Rebellion on the planet and some staunch allies.

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If the PCs agree to try finding the mask, The Elder says a few words in Mando'a and the Neo-Crusaders begin organizing themselves.

“Crusaders go with you. Show you way in. Secret. Hidden. Find Ordo's mask. Do what you must. May strength of Mandalore guide you.”

Ten of the crusaders gather small packs and their weapons and begin to head off in the direction of Unity base, motioning you to follow them.

If they don't agree to look for the mask, The Elder and the Neo-Crusaders are disappointed. They will offer no further help or guidance and the PCs are free to stumble about on their own looking for the base.

Chapter 3: Breaking Unity

Chapter 3 sees the PCs entering Unity base and beginning the process of it's destruction. The base turns out to be much larger than expected and the PCs discover they are unprepared to bring the whole thing down. During their exploration they have the opportunity to claim the Mask of Ordo on behalf of the Neo-Crusaders, rescue or eliminate the captured scout, Garis, and face down the vicious ISB agent, Maiew Ophil along with several squads of stormtroopers. Eventually, they will find the means for thoroughly destroying the base and then, with charges set, make a desperate escape attempt.

The trip to Unity Base is uneventful if lengthy. The Neo-Crusaders take care to use the local terrain as cover and it is unlikely the base will spot their approach. The GM is encouraged to sprinkle a few **Average (◆◆) Survival checks** into the journey if he wishes. Successes can indicate locating a supply of fresh water, using game trails to progress along, or just generally shortening travel time. Failures can indicate a delay as the group navigates around or over difficult terrain, the Mandalorians stopping to discuss the best route, or anything else the GM would like to implement to slow them down (see **Making Time Matter** sidebar).

After a few hours of travel the group arrives at their destination. An outcropping of jagged rocks is the only landmark visible for at least a kilometre (A **Hard (◆◆◆) Survival check** to locate without the Neo-Crusaders. It can be rerolled if failed, but each failure represents 30 minutes additional time removed from the *Terminus* timer.). This is the secret backdoor to the base.

After walking for several hours across the barren landscape of Caillte, an outcropping of rock juts up from the horizon. Only a few meters tall, it is the only noticeable landmark in the area. As you approach it, in the far distance you can just make out what you think is the canyon leading into the landing bay of the base.

At this point, the PCs have a choice to make. If they would like, they can begin scouting the area of the base itself, looking for alternate ways in. A successful upgraded **Hard (◆◆◆) Perception** or **Survival check** will eventually discover a buried ventilation shaft that is just large enough for a man and his equipment to slip down through and into the base. Where it comes out is entirely up to the GM to decide. This is, aside from walking in the 'front door' of the base, the most likely way for PCs not helped by the Mandalorians to gain entrance.

For groups with the Neo-Crusaders, read the following:

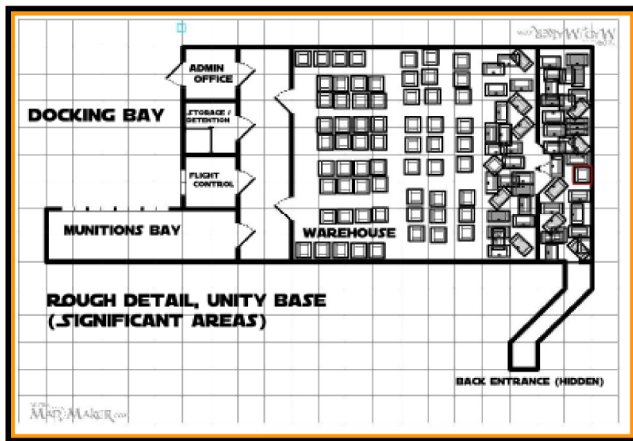
One of the Mandalorians steps forward and into a narrow crevice between the rocks. As you follow him in you can just make out what sounds like the words of a chant. As he speaks he moves his hands over a small section of rock and then slides it aside to reveal an ancient keypad. In time with the chant, he presses a combination on the pad and then steps back.

A narrow section of rock wall slides back to reveal the top of a dark, musty smelling shaft that descends into the gloom below. The base's bolt hole lies open before you.

Unity Base

The map of Unity base is not intended to be to scale, nor to include all that might be found in such a base. Rather, it highlights the areas important to the adventure and serves to give their relative positions. GMs should feel free to improvise any extra rooms or features they see fit.

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Unity base has seen better days. Much of the interior structure has been creatively rearranged by the various people who have taken it over through the years. Interior walls have been taken out or rearranged as the occupants have seen fit with an eye more towards meeting their particular needs than any sort of structural sense leaving duracrete supports standing exposed.

In particular, what is now the warehouse area used to be a series of common rooms and living quarters for the base's original occupants, the Mandalorians. The new space is vast and the GM should do his best to convey this to the PCs at the appropriate time.

The hidden entrance opens into a narrow stairwell. The stairs descend about 100 meters to an equally narrow hallway. This was never meant to be a regular entrance to the base, but rather a hidden escape route should the base ever come under heavier attack than the Mandalorians could withstand. The hallway ends abruptly at what appears to be a blank wall. If the PCs have not brought the Neo-Crusaders with them, it will require a **Hard (◆◆◆) Perception check** to find the mechanism which opens the hidden door from this side. Otherwise, a Neo-Crusader will step forward and open it.

The door only partially opens as the back hallway it is located in is jam-packed with all manner of storage containers. When the Neo-Crusaders abandoned the base on the most recent occasion, they dragged boxes and crates behind them to block up the entryway as a further enhancement to concealment. When the group steps into the hallway it is immediately obvious that much of the supplies in this area are too old to be of any use. A thick, damp, musty smell permeates the air here and suggests more than a little mold and mildew. The crates and containers themselves are in bad shape. Wood is rotting away and metal containers are tarnished and rusty – for the most part the Imperials who

have ventured into this area of the base have taken it for a garbage dump and treated it in much the same way.

Progressing through this and the back of the warehouse area should present some difficulty for the group. There are no clear paths, lines of sight are blocked by crates stacked atop one another and the entire area should be treated as difficult terrain up until they reach the middle of the warehouse where the Imperials have taken more care in storing their supplies.

Demolitions

Upon entering the base the PCs should realize that the information they have been given about the size of the base is, at best, inaccurate. It may dawn on them that they do not have enough demolition charges to destroy the base thoroughly enough to prevent its future use. If they try to destroy it using only what they have, it will slow the Imperials down for a month or so, but they will regroup and be back in operation in short order while also bringing more troops and ships to ensure that a second attempt cannot be made. The surviving Mandalorians will be in danger as the Empire hunts them to extinction, blaming the bombing on them. It is possible the strike team itself will be exposed during any interrogations that may occur.

To fully demolish the base, and make it useless to the Imperials, will require extra explosives. Fortunately, this is an ammo dump as well, and plenty of starship scale explosive ordnance is on hand for the taking. Any given missile or other explosive can be rigged as a makeshift demo charge with a successful **Hard (◆◆◆) Mechanics check** thereby linking it to detonate in the same manner as the regular demolition charges the PCs have been assigned. (🎯) generated on the rolls to do so (one per improvised bomb) should indicate the potential for the improvised ordnance to detonate earlier than intended. (💣) can be used to have an improvised bomb fail entirely or cause a more catastrophic effect at the GM's option.

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A successful **Average (◆◆) Knowledge (Warfare) check** once the PCs have got inside and had a look around will reveal that it will take a minimum of four charges just to destroy the warehouse area due to its size. A further one charge in the administrative office, two in the Flight Control Room, and one each in the Storage room and Munitions Bay should assure sufficient destruction to render Unity useless and send the Imperials looking elsewhere.

As long as Ordo's Mask is retrieved, the Neo-Crusaders will not be terribly upset to see Unity go. They've long since given up any real hope of returning to it. It has provided them with too many problems over the years as one group or another takes it over. They'd just as soon have it gone and be left in peace for the remainder of their lives. Of course, options abound for bringing them into the Alliance instead.

If the PCs fail to retrieve the mask, or even look for it, the Mandalorians will be very upset and the PCs may find themselves fighting a two front battle while trying to escape the impending destruction of the base.

The corridor on the West side of the warehouse is patrolled by two stormtroopers. They are taking this duty seriously as they have been alerted to potential trouble thanks to the events leading up to the capture of one of the scouts from the Rebellion's earlier activity. While the scout himself has remained loyal and silent, the mere presence of the scouting party was sufficient to alert the base that further trouble could be coming.

It is thanks to this that *Terminus* is in orbit and that an ISB agent has been dispatched to the base to perform the interrogation of the captured scout. *Terminus* has been laying something of a trap by remaining on the opposite side of the planet from the base, hoping to capture any further Rebels who might think they can sneak onto Caillte to run further operations while they are on the ground.

While in the base, if things get bogged down or the PCs take too long making decisions, feel free to have additional patrols of stormtroopers appear to liven things up. The fear of discovery and losing time should be ever present for the PCs as they attempt to complete their missions in Unity. There are stormtroopers aplenty to help make this

happen. The Neo-Crusaders are more than happy to assist in these fights if needed.

The Warehouse

Finally you make it past the wreckage of old crates and supplies mixed with other, less pleasant, trash. A set of double doors is partially open and you can see into the vast space that is, apparently, a warehouse. It, too, is full of trash and wreckage and promises to be just as difficult to cross. You have no clear view of most of the room, but if the disorganized walls and mazes made of junked crates are anything to go by, neither does anyone else who might be there.

Far in the distance, a soft echo carries to you what sounds like comm chatter. You're not alone.

A successful **Hard (◆◆◆) Perception check** will be needed to make out any details of the conversation from here. Aside from the mundane details of the usual chatter of two people on patrol, PCs can pick up the following:

"...at least we'll be done soon. The ISB can have the prisoner, just as long as we get off alert status and can go back to sitting around the hangar."

"Yeah, these patrol shifts are killing me. Why'd the Rebels have to send a scouting party over on the week before my leave? I was all set to..."

The warehouse is about one-third full of more piled up crates and junk. Searching through them could yield some basic mundane items in good enough condition to be used if the PCs choose to do so (A **Hard (◆◆◆) Perception check**). Such items could include a stimpack or two if the PCs need one, but this should not be overdone.

Once out of the trashed area, the crates take on a more organized appearance and are clearly newer and in better repair. The Imperials have organized their own materials fairly well while at the same time stuffing the refuse they encountered at the back of the warehouse where the PCs are attempting to enter. They intended to dispose of the refuse later, but recent events have delayed them.

The Imperial's crates are, in general, clearly marked, though they do not explicitly state what is inside them. Instead, everything has been assigned a military supply code consisting of letters and numbers. For those without a reasonable amount of military experience dealing with the Empire in some capacity, the codes are useless for determining the contents of the crate. Those who have **Knowledge (Warfare)** can make a **check at Average (◆◆) difficulty** to

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determine a given crate's contents. PCs with former Imperial military experience can add (■) to the check. Keep in mind that time spent doing this subtracts from their available time to complete the mission before *Terminus* arrives, about 15 minutes per check. The contents of any given crate are up to the GM to determine, though (○) spent to find specific contents should not be too outlandish or more than ordinarily helpful. They certainly wouldn't be storing explosives in the warehouse when they have an ammo bay for that. At some point the Neo-Crusaders will become very excited and point to a crate located somewhere in the warehouse. This is the crate that used to hold Ordo's mask, but, upon examination, it proves to be empty. At least part of the story is confirmed for the PCs, but the masks current whereabouts remain a mystery.

PCs attempting to move with Stealth through the trash area will need to successfully make at least **3 Hard (◆◆◆) Stealth checks** to do so and move to the less cluttered areas, PCs not moving by Stealth will need to make a similar series of **Coordination checks**. (⚙️⚙️) generated during the check means the patrolling guards will be alerted to a noise in the warehouse thanks to knocking over or breaking a crate. Though they won't know exactly where the group is, they will begin a systematic search of the warehouse area looking for them. (🔍) generated means not only is the group being looked for, the stormtroopers have also radioed in to send for a further squad of 5 stormtroopers to aid in the search.

Alerting the Base

At the first sound of active resistance, whomever the PCs are engaged with will attempt to alert the rest of the base to the attack. All the opposing NPCs at the base have been instructed to radio in at the first sign of real trouble and, with an ISB Agent in the base, none of them are about to forget to do so. If the PCs can't prevent this from happening, they'll soon be in for the fight of their life.

At this point, the race is really on. The PCs will have to modify and set any remaining charges while actively fighting the base defenders.

The exact number of defenders at the base is left up to the GM to decide. It is suggested that there be at least 6 squads of 5 Imperial stormtroopers scattered throughout the base in addition to about a dozen, non-combat support personnel needed to run the base's day-to-day operations. At least two of these squads should be headed by a single Imperial stormtrooper sergeant each.

Additionally, a further squad of 5 Imperial sandtroopers (*Star Wars: AGE OF REBELLION BETA*, page 216) is under the command of ISB Agent Maiew Ophil. Agent Ophil and his squad are preparing to rendezvous with a shuttle back to *Terminus* in the docking bay, but if the alert goes out before they depart (at the end of the 6 hour *Terminus* timer) they will return to the interior of the base and begin hunting the PC group in hopes of capturing them for interrogation.

Should the fight be going all the PCs way, a distress call will be sent to *Terminus* from Flight Control asking for reinforcements, provided the PCs have not already dealt with Flight Control in some way. The Star Destroyer will respond by scrambling at least one flight of TIE fighters to the area of the base and sending a further *Lambda*-class shuttle full of stormtroopers (4 squads of 5) down to back up those already there.

Once the base is alerted to the PCs presence, in addition to their normal descriptions, the Admin Office, Flight Control, and the Ammo Bay each contain a squad of Imperial stormtroopers (part of the base's compliment from above) to defend these key locations. Prior to the alert they are staffed as indicated.

Admin Office

The Admin Office contains a desk, a computer terminal, a set of chairs, and a most interesting wall display. The door from the hallway into this office is locked and requires an **Average (◆◆) Skulduggery check** or **Hard (◆◆◆) Brawn check** to open or break down.

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As you enter this room you immediately notice the wall decorations. Displayed on the wall behind the desk are seven masks, similar to the ones worn by your native companions.

"What are... Who are you people?" a voice demands. Then, realizing you are unauthorized personnel, a man who, to judge by his attitude and clothes, appears to be the base administrator, pulls his blaster and aims it at you.

"Stay where you are, drop your weapons!" He reaches for a button on the computer terminal in front of him, *"You're all under arrest, you Rebel scum."*

Allowing him to press the button will open a base-wide comlink and allow him to announce the PC's presence in his office which will, of course, send everyone heading to their location. Use the **Spaceport Overseer** stats from the **Star Wars: AGE OF REBELLION BETA, page 223**.

There is a door directly across from the hallway entrance that opens into the landing bay from here. It is not locked from this side.

The seven masks displayed on the wall are all Mandalorian masks of varying quality. Most are in better shape than those currently worn by the Neo-Crusaders, some having even been polished by the Administrator as evidence of 'his' conquest of the Neo-Crusaders when taking the base. If the crusaders are with the group, they will immediately recognize the center mask as Ordo's and take it. This will be sufficient to ensure the Mandalorians assistance through any further action in Unity or as a token of good faith should anyone wish to recruit them into the Alliance. If the Mandalorians are not present it will require a successful **Daunting (◆◆◆◆) Knowledge (Lore) or Knowledge (Warfare) check** to recall some detail that gives a hint sufficient to indicate the proper mask, unless the group simply decides to take all of them. If carrying more than one mask, a PC will be unable to fight effectively unless he puts them down (each mask is encumbrance 2). Fortunately, there are a number of cargo hauling implements scattered throughout the base if PCs choose to make use of them.

Ordo's Mask

Ordo's mask, whether it is the genuine article or not, holds great value to this tribe of Neo-Crusaders. It represents a time of power and hope for the Mandalorians that once thrived on Caillte. As such, any Neo-Crusader in the presence of the mask may add (◆) to one combat check made during an encounter. This is a morale boost to combat rather than any particular effect of the mask and only Mandalorian Neo-Crusaders on or from Caillte may make use of it.

The desk contains, among the usual sorts of office supplies, a key card which will allow access to the Storage / Detention room and the cell within.

Storage / Detention

The storage room is barely more than a glorified janitorial closet. Nevertheless, one corner has been given over to a sturdy containment cell, just in case a prisoner needs to be held at the base for transfer to another ship. In this case, though, the captured Alliance scout is being held inside. The door to the room is locked, as is the cell inside, of course. If the PCs have obtained the keycard from the Admin Office and the base is not on alert, access to the room is relatively easy, as is opening the cell. Otherwise, the door to the room requires an Average (◆◆) **Skulduggery** or **Computers check** or **Hard (◆◆◆) Brawn check** to open and the cell itself will take a **Daunting (◆◆◆◆) Skulduggery** or **Computers check** or **Formidable (◆◆◆◆◆) Brawn check**. If the key card is present and the base is on alert, it will not open either door, but having it and analyzing it in some manner reduces the required **Skulduggery** or **Computers checks** by (◆).

As you step through the door a dim light reveals the interior of the cramped room. Not so cramped as the cell located within, though. Barely wide enough for a man to stretch out in, what you see inside the cell at once alarms and sickens you. The Bothan inside lays unconscious at the bottom of the cell, stripped of all but his undergarments. Great swathes of fur have been shaved from his body and bruises purple across the exposed skin.

His breathing is shallow and weak, but he lives. Barely.

A **Hard (◆◆◆) Medicine check** will be needed to revive him (use the **Bothan Spy stat block from page 210** of the **Star Wars: AGE OF REBELLION BETA**). It will also show that

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Garis needs more help than the PCs can give or have access to in the base. Even when revived, he is barely able to walk and will need assistance to leave Unity.

"Th-thank you, my friends..." he gasps. "Name's Garis... hurts... didn't talk..." Garis tries to sit up, but fails. The torture he has undergone has clearly taken its toll.

Helping Garis to escape will require at least one PC to assist him at all times and add ■ to any physical actions of the PC helping him. When they leave the storage room, and if Agent Ophil and his sandtroopers are still in the base, read the following:

As you step out into the corridor you hear the sound of running headed your direction from the South. A voice shouts, "Halt!" and a squad of Imperial sandtroopers rounds the corner with a uniformed man in the lead.

"Stop right there! Give yourselves up immediately and no one gets hurt. By order of Imperial Intelligence I command you to lay down your weapons, release the prisoner, and surrender!" The man leading the group bears no identifying marks on his uniform, but a cruel smile crosses his lips, almost as if he hopes you'll resist.

ISB Agent Maiew Ophil (Nemesis)

Agent Ophil, a stocky man with hard set features, is a nasty piece of work who enjoys his interrogations far too much. The prospect of capturing the PCs and extracting information from them through a lengthy, and painful, interrogation is almost more than he can stand. He will not back down from a fight and is not above killing one man if it means he can capture two more. People who are captured by Agent Ophil have a tendency to disappear, never to be heard from again except as pieces of information which the Empire is all too happy to act on. In the end, no one hides anything from the Agent.

Brawn 3, Agility 3, Intellect 3, Cunning 3, Willpower 3, Presence 3

Soak 4, W. Threshold 13, S. Threshold 13 M/R Defense 0/0

Skills: Charm 2, Coercion 3, Cool 2, Deception 3, Discipline 2, Negotiation 2, Perception 2, Vigilance 2, Ranged (Light) 2, Knowledge (Core Worlds) 2, Knowledge (Underworld) 2

Talents: Adversary 1 (Upgrade the difficulty of any combat check targeting this character once per rank of Adversary).

Anatomy Lessons (After a successful attack with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Intellect to one hit of the attack).

Convincing Demeanor 1 (Remove (■) per rank of Convincing Demeanor from any Deception or Skulduggery check).

Nobody's Fool 2 (The difficulty of any Charm, Coercion, or Deception checks attempted against the character is upgraded once for each rank of Nobody's Fool).

Scathing Tirade (The character may take the Scathing Tirade action; making an **Average (◆◆) Coercion check**. For each (☆), one enemy within short range suffers one strain. The character can also spend (☹); for every (☹) spent, one target already affected suffers 1 additional strain).

Scathing Tirade (Improved) (Each enemy affected by Scathing Tirade suffers (■) on all skill checks for a number of rounds equal to the character's ranks in Coercion; this does not stack with itself).

Abilities: None.

Equipment: Disruptor Pistol (Ranged [Light]; Damage 10; Critical 2; Range [Short]; Vicious 4)
Vibroknife (Melee; Damage +2; Critical 2; Range [Engaged]; Pierce 2, Vicious 1)
Holo-Messenger, Synthetic Anesthetic (2 doses), Synthetic Neuroparalytic (3 doses), Hand Scanner, Stimpak (2), Binders, Datapad.

If the fight goes against he and his troops, he will attempt to use his holo-messenger to alert *Terminus* to the group's presence at the base. If the PCs are defeated, they can expect to awake aboard *Terminus*, and in a great deal of trouble.

Flight Control

Flight Control handles all air traffic in and around Unity base. Part of *Terminus'* trap has been to give strict instructions to those manning Flight Control to ignore any smaller unidentified craft in their area of control. They want any interlopers captured on the ground for interrogation rather than uselessly shot down.

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Flight Control consists of a large bank of computers and monitoring equipment set under a full-width transparisteel window overlooking the underground landing bay. Through the window the PCs can see a *Lambda*-class shuttle prepped for departure along with a number of stormtrooper squads. The shuttle belongs to Agent Ophil and his squad. The number of troopers present depends on the base's alert status and how many the PCs have dealt with to this point.

Technicians sit at a number of stations around the room looking at computer readouts and data streams. Two stormtroopers and an Imperial Vehicle Corps-man stand at the ready and draw weapons as you attempt to enter the room. They don't wait for you to identify yourselves before opening fire as the technician's dive for cover.

Once the PCs successfully enter the room, any surviving technicians are easily subdued and restrained. They weren't trained to fight, just to run the equipment. If stats are needed for them, use the Naval Engineer stats. Stats for both the Imperial Vehicle Corps and the Naval Engineer can be found in the **AGE OF REBELLION BETA** page 215.

From Flight Control the PCs can do a number of things. The shuttle is prepped for take off if Agent Ophil hasn't already left for *Terminus* and can be issued clearance if the PCs feel it is needed. *Terminus* itself can be contacted, though this is inadvisable since they are already suspicious and unnecessary contact may only serve to alert them further. An **Average (◆◆) Computers check** can show the PCs the current position of *Terminus* and any TIE fighters the GM might want to throw in to complicate the PCs eventual exit from Unity. Proper clearance codes for getting the Shuttle airborne without being attacked by base defenses can be found with a successful **Hard (◆◆◆) Computers check** or the defenses could be shut down from here with a similar check. If the two Medium Laser Cannons aren't shut down or otherwise dealt with, escaping in Ophil's shuttle will be much more difficult.

From here the PCs can look out into the underground docking bay. Aside from the shuttle they can also note the two Laser Cannon (Medium) (Use a default Gunnery skill of **◆◆◆**) (Table 7:1 Starship and Vehicle Weapons, page 162 **AGE OF REBELLION BETA** book) emplacements and a number of squads of stormtroopers at the ready (adjusted from the total available depending on the PC groups actions). No other ships are currently present in the docking bay. The

stormtroopers seem to be waiting for something, either orders or the arrival of the PCs depending on if the base is on alert or not.

Munitions Bay

The Munitions Bay stores all manner of ships weapons and reloads as well as personal weapons and a number of anti-personnel devices. In short, limited quantities of weapons and munitions that a variety of ships and their personnel might need are readily available here.

You open the door and are greeted by a dull green light flooding the area. Crates and racks of weapons line the walls of this large storage area. A wide access door leads to the North and, presumably, out into the Docking Bay. A quick glance suggests that there is enough weaponry to completely outfit a small warship and at least partially restock a massive capital ship should the need arise.

Of more immediate concern is the squad of stormtroopers standing guard in the area near the access door.

Unless reinforced by an additional squad during the alert, the PC group shouldn't have much trouble dealing with this squad of 5 troopers.

In the crates, the PCs should find more than enough explosive material to jury rig any additional demolition charges they need to complete their mission.

Each device they need to create will require a successful **Hard (◆◆◆) Mechanics check**. If they are attempting this while under fire or pursuit, add (■) to the attempt. Making an **Average (◆◆) Knowledge (Warfare) check** to identify those weapons most likely to be both stable, yet destructive enough, to bring the base down without endangering the PC group while doing so, can add up to (■) to the check. Any (☼) generated during these checks should be held and used by the GM to have the devices detonate early once they have been placed, thereby cutting the PCs escape time and adding pressure to their attempted escape from the base.

Once sufficient explosives have been rigged, it only remains to distribute them effectively around Unity. **Average (◆◆) Knowledge (Warfare)** or **Hard (◆◆◆) Perception checks** can provide locations within each key area of the base in which to place the charges.

Detonating the devices requires either a successful **Average (◆◆) Mechanics** or **Computers check**, depending

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on the method of detonation used. Once set and detonated, the PCs will have about a minute to get out of the base and clear before it comes down around them if they are still inside.

Docking Bay

The Docking bay is a nestled under an over-hanging rock outcropping that opens into a canyon approach. Ships up to Silhouette 4 can, with careful piloting, make use of the Docking Bay. A successful **Hard (◆◆◆) Knowledge (Education)** or **Average (◆◆) Knowledge (Warfare)** check reveals that Ships on fast approach would have a tough time finding enough room to do anything more than a cursory strafing run to minimal effect. Anything slower could easily be shot down by defenders under the protection of the massive cliff over-hang. Depending on how many squads of stormtroopers remain from the initial allotment, those can be found here.

Stepping into the vast cave-like structure of the docking bay, you can, at last, see why Unity base is here. The approach to the cave mouth is clear and straight, but protected on both side by the sheer walls of a canyon.

In addition to the *Lambda*-class shuttle waiting here, you can make out the nose of two Laser Cannon emplacements pointing out along the canyon. Stormtroopers are lined up in formation and, as much as it is possible to notice such things under their armor, they seem tense. The force seems to be on your side for the moment; no one has noticed your entrance.

Additionally, if their timer has expired, read the following:

And then the massive bulk of a Star Destroyer catches your eye through the slice of sky visible through the docking bay's main entrance. You have no time left, you and your crew must leave now.

It's now or never, whatever else the PCs have accomplished and the means by which they have gone about it, this is the most likely fast exit from Unity. The heat should be on the PCs and their group by this point and the demolition charges should be ready. It is possible that the PCs will exit via the way they came in, in which case the GM should feel free to improvise an exciting and thrilling exit and keep in mind that Garis may not be able to engage in much physical activity.

Once the stormtroopers have been dealt with or avoided, the PCs are free to take the shuttle, load up the Mandalorians and attempt to fly out of Unity. Maneuvering out of the bay and down the canyon is a **Hard (◆◆◆) Piloting (Planetary)** check. If the cannon are still online an

additional (■) should be added to reflect the difficulty of avoiding incoming shots. A successful **Hard (◆◆◆) Astrogation** check will be needed to reprogram the computers and calculate a course for home.

Complicating all this is the presence of the *Terminus*. If the PCs are focused on getting away, the *Terminus* deploys a squadron of TIE fighters to try to prevent their departure. If they try to engage the Star Destroyer, a couple of shots across the bow should be sufficient to emphasize the massive amounts of firepower they are up against. If that isn't enough of a deterrent the PCs can look forward to tractor beams, eventual capture, and a lengthy and painful interrogation process aboard the *Terminus* while en route to whatever prison planet the Empire thinks needs new staffing.

When the PCs have cleared the Docking Bay and detonated the explosives, read the following:

As the shuttle enters the canyon you can hear a series of thumping noises. One after the other the charges you laid detonate and, looking at the rear view-screen, you see roiling clouds of dust, smoke and fire come pouring out of what was once Unity base. The ground above the base rises a few meters into the air as the munitions bay goes up in flames and then everything slowly settles back to the ground, as tons of rock and debris come to rest in the remains of the structure. Unity base, and anyone left inside it, is no more.

Several problems still remain. Getting past the *Terminus* may not be all that difficult if they are prompt in their departure, but the PCs may still have members of the Neo-Crusaders with them and they will want to bring Ordo's mask back to the Elder as proof that it has been retrieved. If the PCs can suggest a reasonable means of resolving the situation and still make good their escape, the GM should allow it. Also of concern may be the fact that the ship they arrived in would remain on the ground on Caillte.

Epilogue

Whatever the PCs decide to do, once they return home, they will be congratulated by Lt. Bramlo in the briefing room:

Good job, soldiers. Couldn't have done it better myself. The Alliance owes you and it doesn't forget.

If they returned with the scout, Garis:

We sent Garis down to the med bay. He's in pretty bad shape. Whatever that Imperial did to him, it nearly broke him. Still, you got to him in time it seems. Glad we didn't

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have to lose him, too. Garis tells me you got a little bit of revenge for him as well. Very nice work.

If they return without Garis:

It's a shame about our scout. Good man. But sometimes, you just can't save everyone. Don't let it worry you, I'm sure, if the situation had been reversed, you'd understand that the mission comes first, too.

If they come back in Agent Ophil's shuttle:

That shuttle you came back in. Good intel in there. We'll take some time scrubbing it clean and pulling out the info it's got, but who knows, we might have a use for it in the future. I'm sure some of its pass codes will come in handy.

If the Neo-Crusaders returned with them:

There's something about those natives that seems kind of familiar. We've got some linguists working with them. Once the heat dies down a bit, we'll take them back to Caillte and see what we can do for them. Seems like they'd make some pretty stout eyes and ears on the planet, just in case the Empire tries to come back. One thing is for sure, they're survivors.

And finally:

Once again, good work. Go get some R&R, you've earned it. Hopefully this sector will be a little safer for a while. I'll send your reports up the chain myself. Dismissed.

XP Awards:

- 15 xp for successfully destroying the base and completing the Adventure
- +5 for retrieving the Mask of Ordo
- +5 for rescuing Garis
- +5 for bringing Lt. Ophil's Shuttle back
- +3 Duty for anyone answering the call of Duty throughout the Adventure.

The Mask of Ordo is a 2013 National Game Design Month (NaGaDeMon) entry. The goal of NaGaDeMon each November is to have participants design, write, play, and talk about a game of their own making all in one month. The game may take any form, be it electronic, board, card, or roleplaying game.

If you would like to learn more about NaGaDeMon and see some of the other entries, or perhaps even participate yourself, please visit nagademon.com.

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For *THE MAD ADVENTURERS SOCIETY*

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Mandalorian Symbol from Star Wars Insider #80

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Tools Used:

LibreOffice – www.libreoffice.org

Microsoft Paint

MapMaker 3 – www.yeoldemapmaker.com

Scribus – www.scribus.net